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Installation

Thank you for purchasing *Worms 2*. This documentation comprises a feature overview, play hints, weapons guide and much, much more.

It is recommended to print out this manual as a quick point of reference. This will be a useful resource during play for weapons values and gameplay tactics.

If you're a *Worms* veteran, then welcome back! We think you'll enjoy all of the improvements and extra goodies we've added into *Worms 2*, especially the Internet play. Now, you can take part in global warfare!

INSTALLING WORMS 2

- After installing *Worms 2* ensure your system meets DirectX requirements.

When *Worms 2* has successfully been installed, a **Team17** program group will be added in **Programs** within your **Start** menu.

UN-INSTALLING WORMS 2

To un-install *Worms 2*, click the **Start** button, select **Settings** and click **Control Panel**. Double-click **Add/Remove Programs**, select *Worms 2* and click **OK**.

README FILE (README.TXT)

Software is continually improved throughout all stages of development, wherever possible, to ensure the finest quality gaming experience. The installation program will automatically offer you the chance to view the Readme file (Readme.txt). We advise all players to read this file for any last minute changes or additions that are not reflected in this manual.

STARTING THE GAME

To play *Worms 2*, click **Start** and select **Team 17** from the **Programs** menu. Click on *Worms 2*.

Introduction

They're back! They're crazy! And they're ready for action!

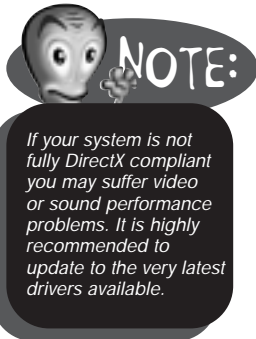
The sequel to the highly successful *Worms*, *Worms 2* gives you all the outrageous features and addictive game-play of the original and some things you wouldn't believe!

Worms 2 is a multi-player game that blends no-holds-barred action, strategy and sheer outrageous fortune, meaning you can play for 20 minutes or 20 hours. No game of *Worms 2* is ever the same, making it endlessly entertaining.

Up to six teams can battle it out on the same machine, local network or on the Internet, making it the ideal party game. It doesn't matter how you play it, once you're hooked, you'll always come back for more!

A WORD OF CAUTION...

As a new player you may be overwhelmed by the addictive game-play and great graphics of *Worms 2* and miss out on many of the game's great features. We recommend that you read as much of the manual as possible to get the most from the game; at the very least you should check out the **Quick-Start**, **Playing *Worms 2*** and **Weapons** sections of this manual. You have been warned!



The Concepts Of Play

OVERVIEW

Worms 2 is a turn-based strategy game, where between two and six teams (either human or computer controlled) can battle it out over bizarre randomly generated landscapes. Each team takes it in turn to pick off the opposing Worm teams, using crazy weapons and tools.

Worms die when they lose all of their energy or drown. The winning team is the one that manages to survive the mayhem and have the only Worm(s) left standing.

TURN-BASED SYSTEM

In *Worms 2*, players have a set time in which to make a move before the game automatically switches to the next player. During this period, you can select which Worm to use (unless you only have one!) and either let its arsenal loose on the enemy or move the Worm into safety.

TIME

In addition to the time limit for each turn (an option that you can change), each battle has an overall time limit before "Sudden Death" extra time is called. In Sudden Death, all Worms have their energy reduced to one unit, meaning the slightest hit will make that vital kill and edge your team towards victory! There are a number of options you can change for "Sudden Death", including having the water level gradually rise, making high territory even more strategic!

RANDOMLY-GENERATED LANDSCAPES

Each time you play *Worms 2*, the game will be different - guaranteed! Worms and mines are randomly placed on billions of possible landscapes, providing you with endless playing opportunities.

WORMS AND WEAPONS

Each team of Worms will have a huge arsenal of devastating weapons at their disposal; some of these will be limited in supply so you will have to use strategy to achieve maximum carnage!

There are a wide variety of weapon types in *Worms 2*. For full details about weapons and weapon usage, see the **Weapons** section later in this manual.

STRATEGY

Worms 2 can be played in many different ways - some players opt for wanton destruction, others play it safe, and there are those that are so underhanded

that they have vengeance wreaked upon them at every opportunity!

Those who resort to hiding their Worms away and playing a very defensive game, have turned to the 'Dark Side' of *Worms* playing and must be shouted at! Keep on your toes and tails! You will have to adapt your strategy to the weapons available, the landscape you're playing on and to each new opponent.

ON YOUR OWN, OR IN A GROUP

Worms 2 is enjoyable whether you play alone or in a group. Although the game is best enjoyed when played against others, *Worms 2* also features **Single Player Missions** for the lone player, pitting your skills against crack computer teams.

Quick-Start

For those of you eager to launch yourself straight into the fray, we have prepared some quick instructions to get you straight into the game.

After starting *Worms 2*, click on the **Single Machine** icon from the title screen. You will now be on the **Game Menu**.

We have already prepared some teams and options so that you can play immediately.

- Double-click on at least two teams from the **Team Pool** at the bottom of the screen. To begin with, we suggest **Player 1** (a human team) and **CPU-EASY** (a weak computer-controlled side).
- Click **Go!** to start the game.

You will now be in the thick of it, faced only with the landscape, your Worms and the cold faces of the opposition. You can experiment with weapons and tactics, or refer to later sections in this manual for full weapon details. There is also a section devoted to all of the Game Options - read these, they can drastically change how *Worms 2* plays.

Playing Worms 2

You've started the game but now what? This section will familiarise you with the basic controls of *Worms 2* that are essential if you're going to take on the world! A key summary is provided at the end of this manual for reference.

MOVING THE VIEW

You can use the mouse to scroll around the landscape, simply move it in the direction you'd like the screen to scroll.

CHANGING WORMS

If you have Worm Select set to 'Manual' (see **Options Menu** later in the manual), press TAB to select a different member of your Worms Team.

You can only change Worms if you haven't already moved one.

MOVING WORMS

Move your Worm around by using the Arrow Keys. The left arrow moves your Worm to the left, the right arrow moves your Worm to the right. If the Worm is blocked then it will stop.

JUMPING

You can make your Worms jump forward by pressing the Return key on the keyboard. The size of the jump will be affected by wind strength and gravity. Be careful, Worms that jump too far can hurt themselves - a long fall will prevent your Worm completing its turn.

You can also make Worms jump backwards by pressing the Return twice in quick succession and perform an upward jump with Backspace.

OTHER MOVES

Some of the weapons and tools have some nifty little tricks that can aid your Worm in its movements. Check out the **Weapons** section later in the manual for further details.

Along with the Worms controls, there are other keys which can be used.

ACTION REPLAY

- Press 'R' to replay the last shot. This can only be done immediately after the shot.
- Press and hold the Spacebar during a replay, to fast-forward it to the end.





NOTE: QUIT

You cannot Draw games or declare Sudden Death in a Network game. Selecting Quit will Surrender all teams on that machine.

QUIT

Press and hold ESC to open the **Quit Menu: Draw Game, Sudden Death and Quit Game**. You can also view the number of rounds won by each team from here.

In a Network game, action will continue as normal behind the menu. In a normal game, action will be paused while the menu is on-screen.

NAME SWITCH

Press DEL to toggle the **Worm Name Visibility** setting from full, partial or none.

On-Screen Information

The *Worms 2* game screen is full of useful information - the following explains what it all means!

COMMENTARY PANEL

A full commentary appears at the top of the screen, giving full details of who has been killed, who is on the move and which weapon has been selected.

TURN/ROUND TIME INDICATOR

Your **Turn Time** counts down at the bottom left of the screen. As an option, you can also have the **Round Time** displayed here (for full details see the **Options Menu** section later in the manual).

WIND BAR/BACKGROUND INCIDENTALS

There is a wind strength indicator at the bottom-right of the screen. The arrows indicate the strength and direction of the wind.

TEAM STATUS

The combined energy bars of each team in play are shown at the centre of the lower section of the screen. Status bars are removed from the screen when a team's energy is depleted and that team is out.

WORM STATUS

Worm names, team colour and energy values appear above each Worm.

Weapons

Selecting Your Weapon

Okay, this is the section where it all happens...the armoury! There are two ways to load up with your favourite weapon:

- 1) Click the right-mouse button to display the **Weapon Selection Menu**, then click the weapon or tool of your choice. As you move the cursor, the name of the highlighted weapon appears at the bottom of the **Weapon Selection Menu**. Click away from the menu to close it without making a selection.

The number next to the weapon, shows the amount of that weapon available. When a weapon is unavailable (ie your stock is at zero), the weapon is removed from the **Weapon Selection Menu**.

- 2) Use the 'F' keys at the top of your keyboard, to select your weapon directly. You can use this to speed up the slaughter!

The Weapon Selection Menu shows which 'F' keys relate to which weapons. Where more than one weapon shares a key, simply press that key more than once (up to four times) to select the other weapons. Currently selected weapons will appear in the **Commentary Panel**.

Wreaking Havoc - The Art Of Weapon Usage

The following section details the weapons of *Worms 2*, their effects and how to use them. There are many more that are top secret and will only be found in weapon crates - good luck finding them!

Remember, all weapon instructions are written assuming you have already selected that weapon.

One of the new tactics introduced into *Worms 2* is '**Air Moves**'. Many of the weapons can be used in the air, when jumping or falling for example.



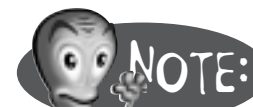
NOTE:

Worms can still be moved with this menu on-screen.



NOTE:

If you are playing with the highest detail levels selected, the background graphics will also reflect the wind strength and direction.



NOTE:

You can change which weapons you start the game with in the **Weapons Menu** (for full details see the **Weapons Menu** section later in this manual).



BAZOOKA (F1)

The Bazooka is a powerful weapon that offers immediate satisfaction. Careful use of the wind strength and direction turns this weapon into a strategic wonder.

- Use the up and down Arrow Keys to move the cross-hair and press the Spacebar to fire (the longer you press the Spacebar, the stronger the shot will be).

The Bazooka inflicts a maximum of 50 points of damage.



HOMING MISSILE (F1 X2)

Eternally useful, the Homing Missile will aim for a specified target. Remember to give it enough power so that it can effectively find its target. Homing Missiles in *Worms 2* are aquatic and can be fired under water.

- Move the target cursor with the mouse and click on the target to mark it (with an X). Then, use the up and down Arrow Keys to move the cross-hair and press the Spacebar to fire (the longer you hold the Spacebar, the stronger the shot will be).

This missile inflicts a maximum of 50 damage points.



MORTAR (F1 X3)

The Mortar always fires at full power and explodes on contact spreading cluster bomb fragments around the immediate area.

This weapon is very useful towards the end of a round, when groups of Worms may be on opposite sides of the landscape. It is also very effective on cavern levels, as firing Mortars into the roof will deflect the clusters downwards onto unsuspecting Worms.

- Use the up and down Arrow Keys to move the cross-hair and press the Spacebar to fire.

Each cluster can do 30 points damage.



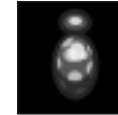
HOMING PIGEON (F1 X4)

A semi-intelligent equivalent of the Homing Missile, that will do its best to reach the target you select. Obviously Pigeons aren't totally reliable though...

- Move the target cursor with the mouse and click on the target to mark it (with an X). Then, use the up and down Arrow Keys to move the cross-hair

and press the Spacebar to set it on its way.

As the Pigeon is strapped to large amounts of high explosive, it does a maximum of 75 points damage.



GRENADE (F2)

Grenades are simple but effective.

- Set the fuse time (in seconds) using keys 1-5 on the keyboard and toggle the bounce setting, from **max** to **min**, with the '+' and '-' keys.
- Use the up and down Arrow Keys to move the cross-hair and press the Spacebar to fire (the longer you hold the Spacebar, the stronger the shot will be).

The Grenade inflicts a maximum of 50 points of damage.



CLUSTER BOMB (F2 X2)

This is no ordinary Grenade! The Cluster Bomb shatters into smaller bomblets which explode around the target. Whilst less precise than a Grenade, a Cluster Bomb can be really useful for damaging groups of Worms.

- Use keys 1-5 on the keyboard to set the fuse time (in seconds) and toggle the bounce setting, from **max** to **min**, with the '+' and '-' keys.
- Use the up and down Arrow Keys to move the cross-hair and press the Spacebar to fire (the longer you hold the Spacebar, the stronger the shot will be).

Each cluster does a maximum of 30 points damage.



BANANA BOMB (F2 X3)

The 'soft fruit of doom' will explode, split and cause wanton devastation to an area the size of a small Greek Island.

- Use keys 1-5 on the keyboard to set the fuse time (in seconds) and toggle the bounce setting, from **max** to **min**, with the '+' and '-' keys.
- Use the up and down Arrow Keys to move the cross-hair and press the Spacebar to fire (the longer you hold the Spacebar, the stronger the shot will be).

Each Banana inflicts a maximum of 75 points of damage.



HOMING CLUSTER (F2 X4)

Like the Cluster Bomb, except that the bomblets seek out their target directly, destroying anything in their path.

- Move the target cursor with the mouse and click on the target to mark it (with an X). Then, use the up and down Arrow Keys to move the cross-hair and press the Spacebar to fire (the longer you hold the Spacebar, the stronger the shot will be).

Each cluster does a maximum of 30 points of damage.



SHOTGUN (F3)

This wide-gauge Shotgun is great for picking-off Worms at long range. Remember you get two shots!

- Use the up and down Arrow Keys to move the cross-hair and press the Spacebar to fire.

Each shot inflicts a maximum of 25 damage points.



HANDGUN (F3 X2)

Not much use, just a pleasing way of finishing off a particularly hated Worm! Fires 3 consecutive shots.

- Use the up and down Arrow Keys to move the cross-hair and press the Spacebar to fire.



UZI (F3 X3)

Spray Worms with bullets from one of the coolest guns around. A great finishing-off weapon.

- Use the up and down Arrow Keys to move the cross-hair and press the Spacebar to fire.



MINI-GUN (F3 X4)

Misleading name for a huge, souped-up Uzi machine gun.

- Use the up and down Arrow Keys to move the cross-hair and press the Spacebar to fire.

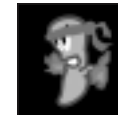


FIRE PUNCH (F4)

This powerful punch knocks Worms into the air and also cuts upward through land.

- Stand next to your target with this selected and press the Spacebar to punch.

The Fire Punch inflicts 30 points of damage.



DRAGON BALL (F4 X2)

This unleashes an energy ball toward the enemy, knocking its victim back.

- Stand next to your target with this selected and press the Spacebar to attack.

The Dragon Ball Inflicts 30 points of damage.



KAMIKAZE (F4 X3)

The ultimate sacrifice. Select one of eight directions with the Arrow Keys, then press Spacebar and watch the Worm fire off and explode. You are guaranteed to lose the Worm of course, so it had better be worth it!

The final explosion does a maximum of 50 points damage and any Worms unlucky enough to be hit along the way will also suffer a loss of 30 points.



PROD (F4 X4)

Sarcasm personified in a move. Press the Spacebar to nudge a Worm and send it to its doom.



DYNAMITE (F5)

Press Spacebar to drop Dynamite from the edges of cliffs onto unsuspecting Worms, or next to a group of Worms. This is a very powerful weapon and great for multiple Worm slaughter. Press Return to drop this from a rope.

Dynamite causes a maximum of 75 points of damage.



LAND-MINE (F5 X2)

Similar to Dynamite in their operation, with the exception that they are proximity mines and will only explode if Worms are nearby. Mines are also a great strategic tool and can be knocked onto Worms by other explosions.

- Press Spacebar to drop a Mine.

Land-Mines cause a maximum of 50 damage points.



SHEEP (F5 X3)

Your fluffy friend runs unselfishly towards the enemy and will detonate on your command. With the effectiveness of dynamite and the dexterity that only a four legged fluffy mammal can muster, the sheep is a priceless tool. Use it wisely...

- Sheep are released with the Spacebar and are detonated with a further press of the Spacebar. If left undetonated, they eventually get fed up and blow themselves up!

Sheep can inflict a maximum of 75 points of damage.



SUPER SHEEP (F5 X4)

The amazing 'steerable' flying Sheep! Press Spacebar to release, what on the surface looks like your everyday, run-of-the-mill sheep. Press the Spacebar a second time and this Sheep is given powers other farm animals can only dream of!

- Control the flight of the sheep using the left and right Arrow Keys. You can either crash your sheep into something to make it explode or, if you are feeling particularly nasty, you can remove its special powers by pressing Spacebar again causing an abrupt end to its super-hero-type activities.

A Super Sheep can do a maximum of 75 points of damage.



AIR-STRIKE (F6)

This weapon calls in an aerial missile strike in the target area you select. (Strike Weapons cannot be called in Caverns and are not affected by wind.)

- To launch the Air-Strike, simply move the target cursor with the mouse and click on the target to mark it (with an X). If you wish to abandon, simply

select another weapon. Select the direction of the Air-Strike with the left and right Arrow Keys.

Each of the five missiles does a maximum of 30 points of damage.



HOMING AIR-STRIKE (F6 X2)

A more intelligent adaptation of the Air-Strike. Great for multiple kills.

- To launch the Air-Strike, simply move the target cursor with the mouse and click on the target to mark it (with an X). You can re-target by clicking on a new target.

Each missile inflicts a maximum of 30 points of damage.



NAPALM STRIKE (F6 X3)

Light up the sky with pyrotechnic devastation! Scorch the Earth and barbecue the opposition.

- Move the target cursor with the mouse and click on the target to mark it (with an X). Select the direction of the Air-Strike with the left and right Arrow Keys.



BLOW TORCH (F7)

Use the Torch to dig through the landscape, but remember, a sneaky hiding game is a sign of the Dark Side!

- Select your direction with the Arrow Keys and press Spacebar to start and then stop the Blow Torch.

More twisted individuals can use the Blow Torch to inflict 15 points of damage on enemy Worms.



DRILL (F7 X2)

Press Spacebar to dig down. This is useful for gaining access to tunnels that other Worms have made. You can start and stop the drill by hitting the Spacebar.

You can turn the drill on enemy Worms to inflict 15 points of damage.



GIRDER (F7 X3)

Girders have many uses. They are designed to enable Worms to cross valleys, provide a base for the Ninja Rope or a ramp so that Sheep can cross critical paths. Some players use Girders to block the progress of the enemy and others use them as a deflector for Grenades and Cluster Bombs.

Girder use can be restricted to the immediate area around the currently selected Worm, from the **Options Menu**.

- Use the left and right Arrow Keys to rotate the Girder around and press Spacebar to place it.



BASEBALL BAT (F7 X4)

Sometimes the only really satisfying thing to do to an enemy Worm, is to walk up behind it and smack it with a heavy wooden bat!

- Stand next to your target, aim the cross-hair and press the Spacebar to sort him out!

The Baseball Bat inflicts 30 points of damage.



NINJA ROPE (F8)

Ropes can be used to manoeuvre Worms into otherwise inaccessible areas.

- Press Spacebar to launch the Ninja Rope and use the left and right Arrow Keys to swing on the rope.
- Press the Spacebar to detach your Worm from the rope.

Experts can drop weapons (usually dynamite or exploding sheep) whilst swinging through the air...simply press Return, to drop the current weapon. Be careful, this is only advisable with certain weapons!

If the ability to drop Sheep from great heights wasn't enough, you can also swing, let go, fire the rope again whilst in mid-air, swing and repeat, covering huge distances quickly! Be warned, this is a very tricky technique and really works well in spacious caverns.



BUNGEE (F8 X2)

Large falls can seriously damage your Worms' health, but with the Bungee selected you can safely wander off a cliff and drop weapons whilst bouncing around.

- Press Spacebar to release your Worm from the Bungee.
- Press Return to drop selected weapons whilst on the Bungee.



PARACHUTE (F8 X3)

Useful when dropping off a rope or as an alternative to the Bungee.

- Press Spacebar to open the parachute. Make sure you know which way the wind is blowing.
- Press the Spacebar to close the parachute. A further press of the Spacebar will open it again.



TELEPORT (F8 X4)

Moving a Worm out of a potentially disastrous starting position is the most popular use for this feature. The normal Teleporting strategy is to search for high ground away from cliffs and mines. Dark Side players use it to cram their Worms into small, inaccessible places – call them a 'Crevice Girl' if they do!

- Simply click the mouse on the location where you want your Worm to end up.



SUPER BANANA (F9)

Although this looks like a standard Banana Bomb, the Super Banana has the added bonus of manual detonation. Just press the Spacebar after you have thrown it and shower your enemies in soft fruit.



HOLY HAND GRENADE (F9 X2)

Unleash the power of the heavens with the Lord's preferred weapon. This is a 3 second (no more, no less) low bounce grenade that will only explode on impact.

The most powerful weapon in the game (only a certain garden ornament could possibly be more dangerous), it is capable of delivering 100 points of damage.



NOTE:

You can also use the up and down Arrow Keys to alter the length of the rope.



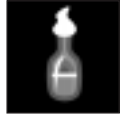
NOTE:

When you need to trigger a weapon, such as an Exploding Sheep, you must press Return and not the Spacebar, or you will let go of the rope and fall.



NOTE:

You cannot Teleport into solid land.



PETROL BOMB (F10)

Really hot stuff - an urban favourite. You can smash the bottle against a wall and watch the flames drop on an unsuspecting victim. Best used in confined spaces.

- Use the up and down Arrow Keys to move the cross-hair and press the Spacebar to fire (the longer you hold the Spacebar, the stronger the shot will be).



PRICELESS MING VASE (F10 X2)

Drop this like Dynamite and run. After 5 seconds it will explode, sending pieces of china (the material, not the country) everywhere, much to the disgust of antique lovers.



SHEEP STRIKE (F10 X3)

Death by mutton from the skies. Similar to Air-Strikes, except five Sheep are dropped instead. Being fluffy, they also bounce on impact causing much more damage than a normal Air-Strike.



MAD COWS (F11)

Frothing mad cows intent on mass destruction.

- Unleash them by pressing the Spacebar. If you have more than one, you can release them in a mad herd by pressing keys 1-5. Being stupid, they will make no effort to get over an obstacle and just explode instead.

Each Cow can do up to 75 points of damage.



OLD WOMAN (F11 X2)

Press Spacebar to set the old lady wandering around, complaining about the price of tea and mumbling about the good old days, before violently exploding. An erratic but fun weapon.

This old girl causes up to 75 points of damage.



SKIP GO (F12)

If for some reason you feel that you needn't cause any wilful decimation during your turn, you can skip it by pressing the Spacebar.



SURRENDER (F12 X2)

If you are unable to face it anymore, you can surrender. The humiliation continues however, as your team remain waving little white flags, for the other teams to pick them off in a totally immoral way!

But that's not the end of it...

Well you didn't think we'd tell you about every weapon in the game now, did you?

So make sure you collect those weapon crates – who knows, the fabled Concrete Donkey may even make an appearance...

Menu System

From the *Worms 2* title screen, you have four options you can select:

- **Single Machine/Hot-Seat Play** - Click this to start a new single player or hot-seat game.
- **Multi-Player/Network Play** - Click this to start a Network or Internet game.
- **Worms 2 Configuration** - Click this to configure your sound and video options (for further details see **Configuration Menu** later in the manual).
- **About Worms 2** - Click this for details about *Worms 2*. From here you can check the latest documentation, the credits for *Worms 2* and link to us via e-mail and the official *Worms 2* web-site.

There are four further menus available if you select the **Single Machine/Hot-Seat Play** option:

- **Game Menu**
- **Options**
- **Weapons**
- **Terrain**

Game Menu

From here you can set-up the **Play Roster**, create new teams and check-out the top ranked teams.

PLAY ROSTER

The **Play Roster** shows the teams currently selected for the next battle.

TEAM POOL

The **Team Pool** shows all of the teams currently available. You can sort these according to the following statistics: **Rounds Played, Rounds Won, Rounds Drawn, Rounds Lost, Kills For, Killed Against, Kill Difference** and **Points**.

Simply click on the appropriate statistic tab, to order the **Team Pool** in that way.

CREATE NEW TEAM

- Double-click on **Create New Team** in the **Team Pool**.

A dialogue box will appear allowing you to enter new details. Enter your new team's name and the names of up to eight Worms.

To select a **Speech Bank** from the many that are packaged with *Worms 2*, use the drop down menu. You can edit or create your own Speech Banks using the **Speech Bank Editor** (for further details see **Appendix 2**).

- Click **OK** to accept, or **Cancel** to reject your new team details. Once created, the team details will be saved. New teams will be added to the **Team Pool**.

ADDING TEAMS TO THE PLAY ROSTER

- Double-click a team name in the **Team Pool**. The team will be moved to the **Play Roster**.

EDITING A TEAM

- Click on the team name to edit a team's details.
- Enter your new details.
- Click **OK** to accept or **Cancel** to reject.

Team details cannot be edited once the team has played games and gained match statistics.

You can view the statistics of a team by pressing (and holding) the right-mouse-button over a team name.

REMOVING A TEAM FROM THE PLAY ROSTER


- Double-click a team in the **Play Roster** to remove it to the **Team Pool**.

To delete a team from the **Team Pool**, click on it and click **Delete** from the bottom of the edit team dialogue box; you will be asked for confirmation.


WORMS IN TEAM

This allows you to set the number of Worms in a team between 1 and 8. There can only be 18 Worms on the landscape, so this number will change depending on the number of teams taking part. The following table indicates how the number of Worms changes depending on the number of teams:

| Teams | Worms |
|-------|-------|
| 2 | 1-8 |
| 3 | 1-6 |
| 4 | 1-4 |
| 5 | 1-3 |
| 6 | 1-3 |

**NOTE:**

Every Option in these menus has help text attached. For information on a specific option, leave your mouse pointer over it and help will appear at the bottom of the screen.

**NOTE:**

You need at least two teams on the **Play Roster** before the **Go!** button will be highlighted. Alternatively, add one player and then select the **Start Mission** button, to play the **Single Player Missions**.

If you are using fewer Worms, you can edit their starting **Energy Value** to be greater than the normal 100 units.

ROUNDS REQUIRED TO WIN

You can change the number of rounds required for a team to win the match, from 1 to 9.

Matches can last from 5-10 minutes (1 round, 2 team Challenge), right up to 1-4 hours (9 round, 6 team Campaign game).

TIP:

Giving each Worm 500 units of energy is not recommended - Worms with a lot of energy can be drowned just as easily as Worms with low energy! In the wrong hands, a 500 unit game could last weeks!

A six-player heavy-energy campaign is not recommended unless you have a whole day to spare, or are intent on a sponsored Worm-a-thon!

ENERGY SETTING

Here you can adjust the energy each Worm starts with, normally this is 100.

Most weapons deliver 30-75 points of damage, so giving Worms more Energy will mean longer battles.

OPTION SET

If you do not wish to change all of the options, you can select from some pre-defined option sets.

- Click the drop down box to change it and select a different option. The new set is automatically saved for when you play next time.

NOTE:

Details of the Option sets can be found by clicking the Details button in the Options Menu.

NOTE:

Details on the included weapon sets can be found by clicking the Details button in the Weapons Menu.

WEAPON SET

As with Options, you can choose from a list of pre-defined Weapon sets. Experiment with these to alter dramatically the way the game plays. The default set is **Standard**.

You can create Option and Weapon sets and exchange them with friends creating endless hours of fun!

GO!

This is highlighted when enough teams are selected to play *Worms 2*. Just click it and let battle commence.

START MISSION

This is highlighted when 1 human player has been added to the roster. If you enter the **Missions** game, you will be taken to the **Mission Screen** where you can select a Skill Level or enter a password to resume a previous mission. The option and weapon settings on this page will replace all other settings.

Options Menu

Use this menu to select in-game options. There are many aspects to change and you can save sets out for later use. The on-screen help information tells you what each aspect changes.

ROUND TIME

This is the time before the game plunges into Sudden Death. The round will be drawn, when the time expires and Sudden Death is disabled. Use the slider bar to change the length of each Round.

TURN TIME

This is how long you have to make your move. Times range from 15 seconds (highly experienced, Speed-Wormers only) to 2 minutes. The default setting is 60 seconds, although 30 seconds is recommended when more than 3 teams are playing.

WORM SELECT

This lets you set how the Worm you control is chosen. It can be set to **Auto**, **Manual**, or **Intelligent**. When set to **Auto**, the Worms cycle through sequentially, so after the first Worm in your team has taken a shot, the second Worm will be chosen for the next go.

The **Manual** setting allows you to choose which Worm you'd like to use by pressing the TAB key.

With Worm Select set to **Intelligent**, the computer will decide which Worm you should use.

WORM RETREAT

This sets the length of time you can move after using your weapon, giving your Worm a chance to find cover. You'll have to be quick, the default is just 3 seconds.

NOTE:

Round Time is not usually visible on screen, so that players don't use it as a delaying tactic.

TIP:

Speed-Worm play is recommended only for link-up/network play (it's just too quick for hot-seat play!)

NOTE:

The camera usually follows the weapon, so you'll have to use the mouse to centre the screen on your Worm.

ROPE RETREAT

This option sets the length of time you can move after dropping a weapon from the rope. It is normally set to 3 seconds.

TIMER DISPLAYED

As it says, when selected you will be able to see the Round Time count down to Sudden Death or the end of the round.

NUMBER OF LAND-MINES

You can set the number of Land-Mines that start on the landscape from 0 to 8. Normally there are 8 mines on the landscape.

MINE EXPLOSION DELAY

This setting determines when the mine explodes. A fuse time of 0 to 3 seconds or random can be set. The default is 3 seconds.

DUD LAND-MINES

If selected, this makes some Mines into duds. The Mine will have a fuse as normal, but will not explode. Dud mines will puff black smoke when triggered.

WIND STRENGTH

Each landscape will have a pre-set wind strength which you can change from here. You can change the wind strength of each landscape from none through to gale-force.

FRICTION LEVEL

This can be set at **Low**, **Medium** or **High** and affects how the Worms and objects react to the landscape surface. If set to **Default** Worms 2 will use the landscape's own unique settings. If set to **Low**, **Medium** or **High**, the game will replace the default settings.

ACTION REPLAY SETTING

This allows you to select when an **Action Replay** is triggered. You can adjust the settings so that a Replay will be shown after a certain level of damage has been inflicted, or between 1 and 10 kills. You can also turn auto-replay off.

FALL DAMAGE

With this setting, a Worm can sustain damage when falling from a height. You can also turn this feature off.

REPEAT SWINGS

This option restricts how many times the **Ninja Rope** can be used in one turn. This option is normally set for 3 uses per turn.

SUDDEN DEATH MODE

You can alter what happens when **Round Time** has elapsed to any of the following:

- Sudden Death - All Worms are reduced to 1 unit of energy
- Sink Or Swim - The landscape gradually sinks into the water each turn
- Sudden Sinking - All Worms are reduced to one unit of energy and the landscape sinks into the water

GIRDER SETTING

When set, Girder (bridge sections) placement is restricted to the immediate area surrounding the currently selected Worm. This is the default option. Otherwise, you can place girder sections anywhere on the landscape.

LOAD OPTION SCHEME

- Click the **Load/Save Options** drop menu and select an Option scheme. The set will be loaded and replace the current settings.

SAVE OPTION SCHEME

- Click in the **Load/Save Options** box and type the name of your new scheme. Press Return on your keyboard or click **Save** to save the Options scheme.

OPTION SCHEME DETAILS

- Click this button and type some notes about the scheme and its uses. This is useful when exchanging schemes with friends.

TIP:

Mine strength can be altered using the Weapon options.

NOTE:

You can press 'R' to force an Action Replay during a game.

NOTE:

You'll hear a noise if the Girder section cannot be placed.

Weapons Menu

The Weapons Menu allows you to set preferences for each individual weapon. It also allows you to set some general options concerning weapons and First Aid crates:

TIP:

Choose a weapon set with more weapons that have unlimited ammo, for a Stockpiling game.

STOCKPILING

A Stockpiling game carries remaining weapons forward into the following round. When Stockpiling is enabled, new supplies are NOT delivered every round. You can only get further supplies from crates which, thankfully, will fall more frequently during a Stockpiling game.

CRATE DROPS

Here you can select the regularity of crate drops. You can also choose which weapons will or will not appear in the crates in the Weapon Options. Special weapons cannot be set to appear - but look out for them!

You can, of course, turn crates off.

NOTE:

First Aid Crates will not drop during Sudden Death.

FIRST AID CRATES

This option allows you to vary the amount of energy restored to injured Worms (between 10-100 units), by the First Aid Crates. You can also select **None** so that no First Aid Crates will drop.

BOOBY-TRAPPED CRATES

Here you can choose whether to have booby-trapped Weapon Crates or not.

NOTE:

Crates can be blown up.

CRATE INTELLIGENCE

This setting will drop crates near to, or on the turn of, teams who are fairing worst, helping very unfortunate and inexperienced players.

SPECIFIC WEAPON SETTINGS

The Weapons Menu also allows you to tailor the effects, strength and availability of all weapons individually. Some weapons are kept under wraps though and will only be seen when they are discovered in Weapon Crates.

The Weapon Menu contains a List Box of all weapons available to edit.

- Click on a weapon. The options for that weapon appear on the right hand side of the screen.

Each weapon will have its own individual settings. We will not list all of them here but, you can find help text for each one on-screen, simply rest your

mouse pointer over the option in question and read the help information at the bottom of the screen.

LOAD WEAPON SCHEME

- Click the **Load/Save Weapons** drop menu and select a Weapon scheme. The scheme will be loaded and replace the current settings.

SAVE WEAPON SCHEME

- Click in the **Load/Save Weapons** box and type the name of your new set. Press Return on your keyboard or click **Save** to save the Options scheme.

Terrain Menu

From here you can influence the type of terrain generated and the kind of graphics used.

The silhouette outline of the current landscape selection, is shown in the middle of the screen. Around this are variations based on this level, that you can select.

- Click on a variation. The selected image moves to the centre and becomes the current level design; four more variations of this landscape will then appear around it.

You can continue to modify the design of the level by clicking on these landscape variations.

To the right of the screen, there are a number of controls for selecting the type of landscape:

LANDSCAPE GRAPHICS

This control allows the player to select the graphic style of the landscape.

WATER TYPE

This control allows the player to select the type of water that is featured on the level.

LANDSCAPE TYPE

This control allows the player to select between Open and Cavern landscapes. Air-Strike weapons will not be available in Cavern landscapes.

ENTER CODE

This button allows the player to enter a level code consisting of numbers or letters. *Worms 2* will generate a different level from any text and numbers that you type here.

GENERATE

This button causes the editor to generate a totally different landscape.

EDIT

This button allows the player to edit the current level silhouette using basic drawing tools. Clicking the left-mouse button will allow you to paint; clicking the right-mouse button allows you to use the pointer as an eraser. You can change the shape of the drawing brush with the icons.

PREVIEW

Click this to see how the current level will appear in the game.

SAVE AS...

You can also save the current landscape using the **Current Level** box at the bottom of the screen. The **Current Level** box contains the name of the current level set-up. Click in the box and enter your new landscape name. Click Save or press Return to save.

Configuration Menu

Use the following options to configure *Worms 2* to your satisfaction.

VIDEO

These Options allow you to configure the way *Worms 2* looks. These are saved for the next time you play.

Detail Level

If *Worms 2* is running slowly in-game, try adjusting the detail level to improve performance. Check out **Troubleshooting** at the end of the manual if problems persist. There are 6 levels of detail in *Worms 2*. They are:

Level 1 - No background, one layer of water (Fastest)

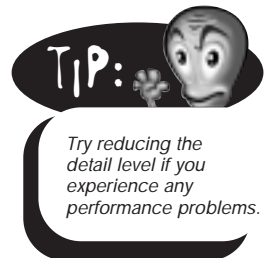
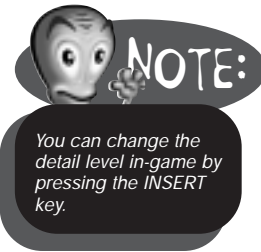
Level 2 - No background, limited water

Level 3 - Coloured background, more water

Level 4 - Gradient-filled background, more water

Level 5 - Gradient-filled background, incidentals for wind indication

Level 6 - Full detail level including parallax background



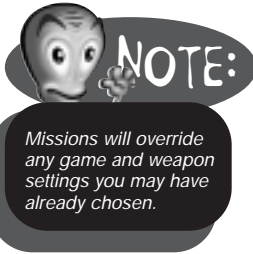
Single Player Mission Game

Single Player Missions have been added as a great way for Worms players to practice their skills. Missions are set up against computer controlled teams, with different abilities, weapon configurations and game set-ups.

- Click the **Start Mission** button. This will be highlighted when just one human player is present. You will then be whisked to the **Mission Screen** where you may select a skill level (either **Beginner**, **Medium** or **Expert**) or resume a previous mission by entering a password.

PASSWORDS

When you have completed a mission, you will be given a password. You can use this at a later stage to continue from where you left off.



Missions will override any game and weapon settings you may have already chosen.

World Domination - Setting-Up Network and Internet Play

Local Area Network Play

To enter a link-up game, you will first have to go to the **Network Set-up Screen** and then the **Lobby Screen**.

The Lobby is an area where you can view which players are available to join a game, which games are in progress and which games are being created.

- Click **Networked Game** from the **Game Menu**.

Type your name so that you can be identified on-line. Make sure that the name you type has no spaces in it - all spaces are removed when you enter the name.

- Click **Local** to open the **Lobby Screen**.

When you arrive in the lobby, you will see that some games are ready to join, you can spectate other games or you can host your own game.

On the left-side of the screen, you will see a list of games. A Green Light signifies games that require players. A Green Light with 'XXX' on it is a game that needs players with an appropriate password to join the game.

Some games are closed; a red light signifies that the game is running and cannot be joined. The maximum number of players who can join, the number of teams already joined and available spaces for spectators are also shown here.

Players in the lobby appear in a box on the right-side of the screen. These players haven't yet joined a game.

MESSAGES

In the centre of the Lobby Screen is the Message Board where all public messages, or private messages addressed to you, are displayed. Click the appropriate tab to view private or public messages. When a new message has been received, the **Chat** icon (on the tab) will be highlighted.

To send your own messages:

Type your message in the text box below the Message Board. Click either the Public or Private tabs above the box. If the message is private, then you must highlight the recipients by double-clicking their names in the lobby panel on the right-side of the screen.

Public messages are seen by everyone in the lobby (or current lobby room, in the case of an Internet connection). Private messages will only be seen by those players you have selected.

HOSTING A GAME

Click **Host New Game** if you want to host your own game. You will now be taken to the **Host Game** screen where you will configure all game options, weapon options and the number of players able to join in the game.

Configuring Your Game

You will notice that the Menus on the Host Game screen are those you see when you play Single Machine/Hot-Seat *Worms 2*, and they are used in exactly the same way.

There are also some other items you will have to adjust before creating your game. These are found on the **Settings** tab.

Teams Allowed

This sets the total number of teams allowed to play in the game.

Teams Per Player

This sets the number of teams each player may enter. More than one player can be entered from the same computer in a link-up game, up to a limit of five (eg five players on one computer can play against a single player on a separate linked machine).

Worms Per Team

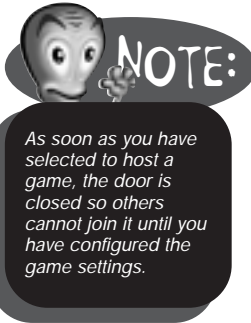
This sets the maximum number of Worms allowed in a Team. This is limited by the number of teams participating (see **Worms In Team** in **Game Menu** for full details).

Victories Required

This sets the number of rounds required to win the game.

Password

Click the **Password Security** checkbox to set a password, restricting entry into your game. Type your password at the prompt and press Return.



When you have set all of the options for your game, you will need to make it available to other players.

- Click **Open Door**.

When you create a game, it will appear in the left hand box on the **Lobby Screen** for other players to see. As players join your game, the options you have set will be passed on to them. You can still change options after this but they are not applied until you click **Apply**.

All new players will appear on the left of the **Host Game** screen. These players are local to this game and you can highlight them to send messages. Not all players listed here will participate in the game, some may have come to spectate. If there is anyone that you do not want spectating or participating in the game, then you can send them back to the lobby screen by clicking **Dismiss**.

When you are ready to start the game, click **Close Door** to restrict further entry into the game. Then Click **Go!** The game will now start.

JOINING A GAME

- Click on any of the games listed in the left panel with a green light.
- Click **Join Game**. You will be taken to the game set-up screen.

If the game requires a password to join it, you will be prompted for it here before being given access. The game set-up screen is similar to the Host Game screen, but you have none of the command options, ie you cannot configure options, dismiss people or close the door.

Only the host can start the game so you may have to wait here until enough players have joined.

Playing Over The Internet

Joining and Creating Internet games is exactly the same as with a LAN game, but with potentially thousands of people connecting at once!

To play over the Internet, you must first enable your Internet connection. You must then connect to a Server:-

- Click **Networked Game** from the **Game Menu**.

Type your name so that you can be identified on-line. Make sure that the name you type has no spaces in it - all spaces are removed when you enter the name.

- Click **Internet** to enter the **Lobby Screen**.

From the lobby, use the **Connection** drop down box to select from which server you wish to play. The game will connect to a Team17 server if you do not select one.

New servers are planned to appear periodically in different territories, so keep your eyes on the official *Worms 2* website <http://www.worms2.com>, for an up-to-date list of all available servers.

In an Internet game, the lobby will have a list of **Rooms** which act as mini-lobbies. These Rooms can contain other Rooms, players waiting for a game, spectators and other games being hosted. *Worms 2* uses Rooms to sort the sheer number of Internet players into smaller areas, so that you can easily find and connect to a game.

- Click **Create Room** to create your own room where you can chat amongst a group of users or create your own games.


You can also password protect rooms, in the same way that you create password protected games (see Password section for details). When a game is started, each player is connected to the host machine and the server disconnects. This is called a **peer-to-peer** connection.

A Word On Communication Problems

As you are playing a Link-Up game you may experience communication problems such as dropped lines etc; this is nothing to do with *Worms 2* and Team17 can undertake no guarantee that Internet games will play without problems at all times. If a player is experiencing a communication problem, then the Worms in that team will automatically surrender. This may result in an automatic winner depending on how many teams are in play at the time.



Depending on the Options you have defined, more than one team may be entered from the same computer.



NOTE:

You will be unable to control your Worms whilst the **Chat Box** is active. You can toggle the Chat Box on/off with the same key.

Chat Mode

This is an in-game chat facility that allows you to send taunts and abuse to other players participating in a link-up game. Sending a message is simple.

- Press the Page Up / Page Down keys to open / close the **Chat Box**.

PUBLIC MESSAGES

Sending a public message to all players couldn't be easier, simply type the message and press Return.

eg **Come Get Some!**

ANONYMOUS MESSAGES

To send an anonymous message to everyone in the game, just type: **/anon <message>** eg **/anon Losers!**

Anonymous messages appear in yellow.

ACTIONS

To do an action, just type **/me <action>**

eg **/me laughs at Paul**

Actions appear in green.

ADVANCED MESSAGING CONTROL

For advanced messaging, type any of the following instructions and press Return:-

/msg <machine> <message> -

This will send a private message to a specific machine that you identify.

eg **/msg Karl ha! Got you there!**

All other players will only see the message, "Whisper..." so they know that a private conversation is taking place. We hope you aren't paranoid!

Private messages appear in blue.

/ex <machine> - This will exclude a machine that you identify from a public message. eg **/ex Karl**

If you don't specify a machine, all machines will be excluded.

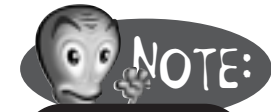
/inc <machine> - Includes a machine in public message that has been previously excluded eg **/inc Karl**

If you don't specify a machine, all machines will be included.

SHORTCUTS

The 'F' keys provide a quick way of sending private messages to other machines. Which 'F' key is assigned to which machine is shown by the names to the right of the Chat Box. The colours by the side of a name indicate the teams on that machine.

Holding CTRL and pressing an 'F' key will include/exclude that machine.



NOTE:

A machine name will turn red if an error occurs. If the error remains the name will change to grey.

Troubleshooting

If you are experiencing a lack of performance from *Worms 2*, it may be due to one of the following:

- 1) *Worms 2* uses a large amount of video memory, so video cards with less than a 2Mb video card may suffer serious performance problems, especially systems with 16Mb or less of RAM. The game features a detail level toggle in the game (See **Configuration Menu** for full details) which allows you to play at a detail level that suits your machine.
- 2) The speed of the machine also has a bearing on how fast the game runs - the faster the machine, the better the performance.
- 3) Lack of system memory can also slow things down, 16Mb is the minimum you should have, but we recommend 32Mb or above.
- 4) Ensure that you are not running any other tasks or applications unless they are necessary. Running other programs may seriously impact on the amount of resources available to *Worms 2* in order to run at optimum performance.

If you have any other technical problems with *Worms 2*, please refer to the Readme.txt file supplied with the game.

If the problem persists, you can try the following sources for further help.

ON-LINE HELP

For those of you with access to the Internet, you can find help at the dedicated *Worms 2* Website at: <http://www.worms2.com>

Or, you can E-mail Team17 support directly at:

support@team17.com

From the hours 10.00am-4.00pm (GMT) you can also ring us on: 00 44 (0)1924 271637

Or, Fax us on: 00 44 (0)1924 267658

MAIL

Write to us at:

Team17 Software Limited
Longlands House
Wakefield Road
Ossett, West Yorkshire
England WF5 9JS

SEND US YOUR FEEDBACK!

We would love to hear your comments on the game, so please let us know! We aim to continue supporting this product long after release, check out the web-site (www.worms2.com) for news of exciting new releases/features and upgrades.

You can e-mail Team17 with direct comments: worms2@team17.com

THE WORM-WIDE-WEB

Visit www.worms2.com for all the latest game news, web support, competitions, chat, gossip, new weapons and speech banks.

HINTS AND TIPS LINE

Need Help & Tips with Worms?

Then why not call our recorded gameplay helpline on :

United Kingdom
09014 74 74 74*

This call currently costs 60 pence per minute at all times. Service operated in the UK by :-

Team17 Software,
Longlands House, Wakefield Road, Ossett, West Yorkshire, WF5 9JS

Australia
1900 155 138*

IDS call costs \$1.50 per minute
Higher rates apply for mobile and public phones.

* Anyone under 18 years of age must get the permission of the person who pays the telephone bill. All costs are correct at time of going to press.

Credits

TEAM17

Here's a list of the guilty ones at Team17...

| | | |
|-------------------|---|---|
| Concept | Andy Davidson | Design |
| Lead Programmer | Karl Morton | Game Code Guru |
| Lead Artist | Dan Cartwright | Game Sprites |
| Programming | Colin Surridge Phil Carlisle Martin Randall Rob Hill | Menu System Code Network Code Support/Utilities Support/Utilities |
| Graphics | Rico Holmes Paul Robinson | Lead Background Art Additional Graphics |
| Audio | Bjorn Lynne Matiné Studios Andy Davidson Cris Blyth | Music and Sound Effects Voice Artists Voice Artist Voice Artist |
| Video | Cris Blyth | Animation, Sound Effects and Post Production |
| | Rory Little Mark Taylor | Additional Modelling Additional Modelling |
| Quality Assurance | Paul Field Paul Dunstan John Eggett Kelvin Aston Grant Towell Mark Baldwin Andy Aveyard Guy Roper Emma Aspinall | QA Manager Lead Test Lead Test Lead Test QA QA QA QA QA |
| Production | Paul Sharp | Localisation |
| Management | Martyn Brown | Producer |

Team17 would also like to thank...absolutely everyone who ever e-mailed us, posted e-mail on Worm2Worm, got themselves on IRC #Worms, wrote in, phoned up or pestered us! Without you and your valuable suggestions, *Worms 2* couldn't have gone in the correct direction. We would also like to thank the people around the office for their enthusiasm, comments and suggestions.

MICROPROSE

| | |
|-----------------|--|
| Product Manager | Matthew Carroll |
| Producer | Nick Court |
| Copywriter | Justin Manning |
| Manual Artwork | Jessica Crawley |
| MicroProse QA | Andrew Lockett QA Manager Anton Lorton Dan Luton Neil McEwan Phil McDonnell Phil Gilbert |

Appendix 1 - Game Controls

| | |
|---------------------|--|
| Mouse | - View/scroll landscape |
| Left-Mouse Button | <ul style="list-style-type: none">- Select target (eg for Homing missile)- Select weapon from Weapon Selection Menu- Cycle through Girder selections (when Girder is selected) |
| Right-Mouse Button | - Open/Cancel Weapon Selection Menu |
| Cursor Left | - Move Worm left |
| Cursor Right | - Move Worm right |
| Return | <ul style="list-style-type: none">- Jump- Drop Weapon whilst on rope. Press Return again to trigger dropped weapon (if appropriate) |
| Return-Twice | - Back jump |
| Backspace | - Vertical jump |
| Cursor Up | <ul style="list-style-type: none">- Aim cross-hair up- Shorten rope when hanging from it |
| Cursor Down | <ul style="list-style-type: none">- Aim cross-hair down- Lengthen rope when hanging from it |
| SPACEBAR | <ul style="list-style-type: none">- Use weapon (one touch)- Drop from rope |
| SPACEBAR | - Set strength of fired weapon (press and hold) |
| ESC | - Quit Options |
| +/- | - Set bounce high/low for projectiles |
| HOME | - Centre on current Worm |
| TAB | - Switch to next Worm on team |
| R | - Action Replay |
| Page Up / Page Down | -Open/Cancel Chat Box in multi-player link game |
| F1-F12 | - Weapon shortcuts |

Appendix 2 - Worms 2 Speech Bank Editor

You can replace the default sound-banks with your own sounds using this utility program. From the *Worms 2* program group there is an option to load the **Speech Bank Editor**.

The Speech Bank Editor has the following options:-

PLAY

- Click this button to play the currently selected sample in the **Samples List**.

STOP

- Click this to stop any samples that are currently being played.

SET

This button allows the user to replace the current sample with a sample of their choice.

- Click this button to open the file selector.
- Select a new sample.
- Click **OK** to accept your choice and replace the current sample. A blue square will now appear next to the sample name in the **Samples List**, indicating that it has been changed.

RESTORE

This button is only effective on samples that have been changed (ie those with a blue square next to them in the **Samples List**). Click Restore to change the sample back to the original sample.

LOAD, SAVE AND DELETE

You can save the current Sample Set using the box at the top of the screen. Click the box and enter a name for your Set.

- Click **Save**. Your new Sample Set will now be saved.

You can load a Sample Set by clicking a drop down menu at the top and selecting the name of the Set. The 'Delete' button can be used to delete the currently highlighted Sample Set. The default Set cannot be deleted.

